



AMSTRAD INSTRUCTIONS



## RED MOON

ADDITIONAL INSTRUCTIONS FOR THE CPC 664

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This game also runs on the CPC664  
To load and run:

type	TAPE	return
type	RUN""	return

Start the tape. Press any key whenever  
the computer asks you to.

(for | press shift and @)



## AMSTRAD INSTRUCTIONS



This adventure game is for the Amstrad CPC 464. To load and start, type the following and press ENTER:

RUN""

Put the cassette in your datacorder and press PLAY and ENTER. When the title page has loaded, press ENTER again. Then the game will load quickly and start automatically (there's a copy on each side of the tape).

### Playing the Game

The adventure asks "What now?" (or something similar) whenever it expects you to type another command. Simply type a short English phrase to tell it what you want to do next and press ENTER. The program will carry out your request and tell you if anything significant happens, then ask for the next command and so on..

If the game doesn't understand what you mean, try and rephrase the command, using different words, and this may work better. Use capital letters.

Here are some useful words. Not every one of these works in every adventure, but it's worth trying them:

TAKE, GET, WEAR, DROP, the 8 main compass directions, IN, UP, DOWN, CLIMB, LOOK, LISTEN, LOOK AT, EXAMINE, FILL, OPEN, CLOSE, LIGHT, SCORE, INVENTORY (lists everything carried), AGAIN, SCORE, QUIT, SAVE and RESTORE (see below for details of these last two).

Many words can be abbreviated, e.g. NORTH to N and NORTHEAST to NE.

### Saving the Position

To save the state of play to tape, type SAVE and press ENTER. Put a blank cassette in the datacorder and press RECORD and PLAY. Then press ENTER to start the position saving. This takes a few seconds. It may be a good idea to use SAVE before trying anything dangerous.

To restore a saved position, you must be playing the game. Type RESTORE and press ENTER. Some adventures ask you if you're sure: if so type YES and press ENTER. Rewind the cassette on which the position was saved, and press PLAY and ENTER: the data will load in the same way as a normal Amstrad program. Then carry on playing from the saved position.

### Loading Advice

We test cassettes thoroughly and few people should have any difficulties in loading our games. If you do have any problems, however, the following may help:

1. Try the other side of the cassette.
2. Clean and demagnetise the datacorder, following Amstrad's instructions.
3. You may really have a bad cassette. As a last resort, return it under guarantee to get a replacement (just return the cassette, it costs more in postage if you return the box as well).